## AMENDMENTS TO THE SPECIFICATION

Please amend the first complete paragraph on page 1 as follows:

This application is related to the following application, the disclosure of which are incorporated by reference:

- U.S, Patent Application No.—[Attorney—Docket—No.—MS1-1724US] 10/730,735, entitled "Media Processing Methods, Systems and Application Program Interfaces", filed December 8, 2003;.

Please amend the second complete paragraph on page 4 as follows:

In at least one embodiment of system 100, application 102 creates destination 116 and media engine 104. After the application provides media engine 104 with destination 116 and some information describing from where the multimedia data for content 118 should be sourced, media engine 104 can include a media source 108, transforms 110 and one or more media sinks (e.g., media sinks 112 and 114 in this example), as described in the aforementioned co-pending U.S. Patent Application No.—[Attorney—docket—No.—MS1-1724US] 10/730,735, entitled "Media Processing Methods, Systems and Application Program Interfaces". Destination 116 is responsible for providing media sinks 112 and 114 to the media engine.

Please amend the second complete paragraph on page 7 as follows:

Fig. 2 illustrates an example operational flow of system 100 (Fig. 1) according to one embodiment. Referring to Figs. 1 and 2, application 102 can open a presentation as follows. In a block 202, application creates media engine 104. In one embodiment, application 102 creates media engine 104 (described in the aforementioned co-pending U.S. Patent Application No. [Attorney docket No. MS1-1724US] 10/730,735, entitled "Media Processing Methods, Systems and Application Program Interfaces"). In one embodiment, the operating system includes a standard media engine that can be used to implement media engine 104.

Please amend the second complete paragraph on page 9 as follows:

In one embodiment, media engine 104 uses each output info to obtain an output object. What this object is can be determined at run-time; it may itself be a media sink, or it may be an IActivate from which a media sink can be obtained. The media engine obtains and configures the corresponding media sink (e.g., audio and/or video renderers) for the associated stream as described in the aforementioned co-pending U.S. Patent Application No. [Attorney Docket No. MS1-1724US] 10/730,735, entitled "Media Processing Methods, Systems and Application Program Interfaces").

Please amend the third complete paragraph on pages 9-10 as follows:

In some embodiments, the output info object provided by the destination 116 for a stream may include a property store. Properties in that

property store may include but are not limited to: identifier information indicating which stream sink to use from the media sink, and an identifier for the output info that will assist the media engine in handling destination changes, and/or a directive indicating whether to shut down the media sink associated with the output info (i.e., media engine 104 obtains media sinks from output infos, as described in the aforementioned co-pending U.S. Patent Application No. [Attorney docket No. MS1-1724US] 10/730,735, entitled "Media Processing Methods, Systems and Application Program Interfaces"). In some scenarios, the property store can contain nothing.